

# Prolog Programming Assignment #2: State Space Problem Solving

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CSC 344 – Professor Graci

Due date: 3/22/22

# Abstract

In this assignment build up a program that will eventually create a valid solution to the Towers of Hanoi problem. This is an interesting program that uses Prolog's backend problem solving in very cool ways. We slowly place pieces of this code together until we have one that can solve level the problem with 5 disks. We do this by creating moves, valid states, goal and start states. The program does not resolve the problem with the perfect solution... so far.

## Task 3: One Move Predicate and a Unit Test

State Space Operator Implementation Code:

```
m12([Tower1Before,Tower2Before,Tower3],[Tower1After,Tower2After,Tower3]) :-  
    Tower1Before = [H|T],  
    Tower1After = T,  
    Tower2Before = L,  
    Tower2After = [H|L].
```

Unit Test Code:

```
test_m12 :-  
    write('Testing: move_m12\n'),TowersBefore = [[t,s,m,l,h],[],[ ]],  
    trace('','TowersBefore',TowersBefore),  
    m12(TowersBefore,TowersAfter),  
    trace('','TowersAfter',TowersAfter).
```

Unit Test Demo:

```
3 ?- test_m12  
.  
Testing: move_m12  
TowersBefore = [[t,s,m,l,h],[],[ ]]  
TowersAfter = [[s,m,l,h],[t],[ ]]  
true.
```

## Task 4: The Remaining Five Move Predicates and a Unit Tests

State Space Operators Code:

```
% -----  
% --- State Space operators  
  
m12([Tower1Before,Tower2Before,Tower3],[Tower1After,Tower2After,Tower3]) :-  
    Tower1Before = [H|T],  
    Tower1After = T,  
    Tower2Before = L,  
    Tower2After = [H|L].  
  
m13([Tower1Before,Tower2,Tower3Before],[Tower1After,Tower2,Tower3After]) :-  
    Tower1Before = [H|T],  
    Tower1After = T,  
    Tower3Before = L,  
    Tower3After = [H|L].  
  
m21([Tower1Before,Tower2Before,Tower3],[Tower1After,Tower2After,Tower3]) :-  
    Tower2Before = [H|T],  
    Tower2After = T,  
    Tower1Before = L,  
    Tower1After = [H|L].  
  
m23([Tower1,Tower2Before,Tower3Before],[Tower1,Tower2After,Tower3After]) :-  
    Tower2Before = [H|T],  
    Tower2After = T,  
    Tower3Before = L,  
    Tower3After = [H|L].  
  
m31([Tower1Before,Tower2,Tower3Before],[Tower1After,Tower2,Tower3After]) :-  
    Tower3Before = [H|T],  
    Tower3After = T,  
    Tower1Before = L,  
    Tower1After = [H|L].  
  
m32([Tower1,Tower2Before,Tower3Before],[Tower1,Tower2After,Tower3After]) :-  
    Tower3Before = [H|T],  
    Tower3After = T,  
    Tower2Before = L,  
    Tower2After = [H|L].
```

## Unit Test Programs Code:

```
% -----  
% --- State Space operator tests  
  
test__m12 :-  
write('Testing: move_m12\n'), TowersBefore = [[t,s,m,l,h],[],[ ]],  
trace('','TowersBefore',TowersBefore),  
m12(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).  
  
test__m13 :-  
write('Testing: move_m13\n'), TowersBefore = [[t,s,m,l,h],[],[ ]],  
trace('','TowersBefore',TowersBefore),  
m13(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).  
  
test__m21 :-  
write('Testing: move_m21\n'), TowersBefore = [[],[t,s,m,l,h],[ ]],  
trace('','TowersBefore',TowersBefore),  
m21(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).  
  
test__m23 :-  
write('Testing: move_m23\n'), TowersBefore = [[],[t,s,m,l,h],[ ]],  
trace('','TowersBefore',TowersBefore),  
m23(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).  
  
test__m31 :-  
write('Testing: move_m31\n'), TowersBefore = [[],[ ],[t,s,m,l,h]],  
trace('','TowersBefore',TowersBefore),  
m31(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).  
  
test__m32 :-  
write('Testing: move_m32\n'), TowersBefore = [[],[ ],[t,s,m,l,h]],  
trace('','TowersBefore',TowersBefore),  
m32(TowersBefore,TowersAfter),  
trace('','TowersAfter',TowersAfter).
```

## Unit Test Programs Demo:

```
5 ?- test__m12.  
Testing: move_m12  
TowersBefore = [[t,s,m,l,h],[],[  
TowersAfter = [[s,m,l,h],[t],[  
true.  
  
6 ?- test__m13.  
Testing: move_m13  
TowersBefore = [[t,s,m,l,h],[],[  
TowersAfter = [[s,m,l,h],[],[t]  
true.  
  
7 ?- test__m21.  
Testing: move_m21  
TowersBefore = [[],[t,s,m,l,h],[  
TowersAfter = [[t],[s,m,l,h],[  
true.  
  
8 ?- test__m23.  
Testing: move_m23  
TowersBefore = [[],[t,s,m,l,h],[  
TowersAfter = [[],[s,m,l,h],[t]  
true.  
  
9 ?- test__m31.  
Testing: move_m31  
TowersBefore = [[],[],[t,s,m,l,h]  
TowersAfter = [[t],[],[s,m,l,h]  
true.  
  
10 ?- test__m32.  
Testing: move_m32  
TowersBefore = [[],[],[t,s,m,l,h]  
TowersAfter = [[],[t],[s,m,l,h]  
true.
```

## Task 5: Valid State Predicate and Unit Test

valid\_state Predicate Code:

```
% -----  
% --- valid_state(S) :: S is a valid state  
  
valid_state([A | [B | [C]]]) :- state(A), state(B), state(C).  
  
state([]).  
state([t]).  
state([t,s]).  
state([t,s,m]).  
state([t,s,m,l]).  
state([t,s,m,h]).  
state([t,s,m,l,h]).  
state([t,s,l]).  
state([t,s,h]).  
state([t,s,l,h]).  
state([t,m]).  
state([t,m,l]).  
state([t,m,l,h]).  
state([t,l]).  
state([t,l,h]).  
state([t,h]).  
state([s]).  
state([s,m]).  
state([s,m,l]).  
state([s,m,l,h]).  
state([s,l]).  
state([s,l,h]).  
state([s,h]).  
state([m]).  
state([m,l]).  
state([m,l,h]).  
state([m,h]).  
state([l]).  
state([l,h]).  
state([h]).
```

## Unit Test Program Code:

```
% -----  
% --- valid_state tests  
  
test__valid_state :-  
    write('Testing: vaid_state\n'),  
    test__vs([[l,t,s,m,h],[],[[]]),  
    test__vs([[t,s,m,l,h],[],[[]]),  
    test__vs([[],[h,t,s,m],[l]]),  
    test__vs([[],[t,s,m,h],[l]]),  
    test__vs([[],[h],[l,m,s,t]]),  
    test__vs([[],[h],[t,s,m,l]]).  
  
test__vs(S) :-  
    valid_state(S),  
    write(S), write('i is valid. '), nl.  
test__vs(S) :-  
    write(S), write(' is invalid. '), nl.
```

## Unit Test Program Demo:

```
11 ?- test__valid_state.  
Testing: vaid_state  
[[l,t,s,m,h],[],[[]] is invalid.  
[[t,s,m,l,h],[],[[]]i is valid.  
[[],[h,t,s,m],[l]] is invalid.  
[[],[t,s,m,h],[l]]i is valid.  
[[],[h],[l,m,s,t]] is invalid.  
[[],[h],[t,s,m,l]]i is valid.  
true
```

## Task 6: Defining the write\_sequence predicate

write\_sequence Predicate Code:

```
% -----  
% --- write_sequence  
  
write_sequence([]).  
  
write_sequence([H|T]) :-  
    sequence(H,Explanation),  
    write(Explanation),nl,  
    write_sequence(T).  
  
sequence(m12, Explanation) :-  
    Explanation = 'Transfer a disk from tower 1 to 2.'.  
sequence(m13, Explanation) :-  
    Explanation = 'Transfer a disk from tower 1 to 3.'.  
sequence(m21, Explanation) :-  
    Explanation = 'Transfer a disk from tower 2 to 1.'.  
sequence(m23, Explanation) :-  
    Explanation = 'Transfer a disk from tower 2 to 3.'.  
sequence(m31, Explanation) :-  
    Explanation = 'Transfer a disk from tower 3 to 1.'.  
sequence(m32, Explanation) :-  
    Explanation = 'Transfer a disk from tower 3 to 2.'.
```

Unit Tester Code:

```
test__write_sequence :-  
    write('First test of write_sequence ...'), nl,  
    write_sequence([m31,m12,m13,m21]),  
    write('Second test of write_sequence ...'), nl,  
    write_sequence([m13,m12,m32,m13,m21,m23,m13]).
```



## Unit Tester Demo:

```
12 ?- test_write_sequence.  
First test of write_sequence ...  
Transfer a disk from tower 3 to 1.  
Transfer a disk from tower 1 to 2.  
Transfer a disk from tower 1 to 3.  
Transfer a disk from tower 2 to 1.  
Second test of write_sequence ...  
Transfer a disk from tower 1 to 3.  
Transfer a disk from tower 1 to 2.  
Transfer a disk from tower 3 to 2.  
Transfer a disk from tower 1 to 3.  
Transfer a disk from tower 2 to 1.  
Transfer a disk from tower 2 to 3.  
Transfer a disk from tower 1 to 3.  
true.
```

## Task 7: Run the Program to Solve the 3 Disk Problem

Intermediate output display demo:

```
14 ?- solve.  
PathSoFar = [[[s,m,1],[],[[]]]]  
Move = m12  
NextState = [[m,1],[s],[[]]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]]]  
Move = m12  
NextState = [[1],[m,s],[[]]]  
Move = m13  
NextState = [[1],[s],[m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]]]  
Move = m12  
NextState = [[],[1,s],[m]]  
Move = m13  
NextState = [[],[s],[1,m]]  
Move = m21  
NextState = [[s,1],[],[m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]],[[s,1],[],[m]]]  
Move = m12  
NextState = [[1],[s],[m]]  
Move = m13  
NextState = [[1],[],[s,m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]]]  
Move = m12  
NextState = [[],[1],[s,m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[],[1],[s,m]]]  
Move = m21  
NextState = [[1],[],[s,m]]  
Move = m23  
NextState = [[],[],[1,s,m]]  
Move = m31  
NextState = [[s],[1],[m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[],[1],[s,m]],[[s],[1],[m]]]  
Move = m12  
NextState = [[],[s,1],[m]]  
PathSoFar = [[[s,m,1],[],[[]]],[[m,1],[s],[[]]],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[],[1],[s,m]],[[s],[1],[m]],[[],[s,1],[m]]]
```

```
Move = m21
NextState = [[s],[1],[m]]
Move = m23
NextState = [[],[1],[s,m]]
Move = m31
NextState = [[m],[s,1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[]]]]
Move = m12
NextState = [[],[m,s,1],[]]
Move = m13
NextState = [[],[s,1],[m]]
Move = m21
NextState = [[s,m],[1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]]]
Move = m12
NextState = [[m],[s,1],[]]
Move = m13
NextState = [[m],[1],[s]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]]]
Move = m12
NextState = [[],[m,1],[s]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]]]
Move = m21
NextState = [[m],[1],[s]]
Move = m23
NextState = [[],[1],[m,s]]
Move = m31
NextState = [[s],[m,1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]],[[1],[m,1],[s]],[[s],[m,1],[]]]]
Move = m12
NextState = [[],[s,m,1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]],[[1],[m,1],[s]],[[s],[m,1],[],[[1],[s,m,1],[]]]]
```

```
Move = m23
NextState = [[],[m,1],[s]]
Move = m13
NextState = [[],[m,1],[s]]
Move = m21
NextState = [[m,s],[1],[]]
Move = m23
NextState = [[s],[1],[m]]
Move = m32
NextState = [[],[s,m,1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]],[[1],[m,1],[s]],[[1],[s,m,1],[]]]]
Move = m21
NextState = [[s],[m,1],[]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[1],[1],[s,m]],[[s],[1],[m]],[[1],[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[],[[m],[1],[s]]],[[1],[m,1],[s]],[[1],[s,m,1],[],[[1],[m,1],[]]]]
Move = m12
NextState = [[],[s,m,1],[]]
Move = m13
NextState = [[],[m,1],[s]]
Move = m21
NextState = [[m,s],[1],[]]
Move = m23
NextState = [[s],[1],[m]]
Move = m23
NextState = [[],[m,1],[s]]
Move = m13
NextState = [[],[1],[m,s]]
Move = m21
NextState = [[1,m],[],[s]]
Move = m23
NextState = [[m],[],[1,s]]
Move = m31
NextState = [[s,m],[1],[]]
Move = m32
NextState = [[m],[s,1],[]]
Move = m21
NextState = [[1,s,m],[],[]]
Move = m23
```

```

NextState = [[s,m],[],[1]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[[1],[s,m]],[[s],[1],[m]],[[[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[[s,m],[[
],[1]]]]
Move = m12
NextState = [[m],[s],[1]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[[1],[s,m]],[[s],[1],[m]],[[[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[[s,m],[[
],[1]],[[m],[s],[1]]]]
Move = m12
NextState = [[],[m,s],[1]]
Move = m13
NextState = [[],[s],[m,1]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[[1],[s,m]],[[s],[1],[m]],[[[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[[s,m],[[
],[1]],[[m],[s],[1]],[[[s],[m,1]]]]
Move = m21
NextState = [[s],[],[m,1]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[[1],[s,m]],[[s],[1],[m]],[[[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[[s,m],[[
],[1]],[[m],[s],[1]],[[[s],[m,1]],[[s],[],[m,1]]]]
Move = m12
NextState = [[],[s],[m,1]]
Move = m13
NextState = [[],[[s,m,1]]
PathSoFar = [[[s,m,1],[],[[m,1],[s],[],[[1],[s],[m]],[[s,1],[],[m]],[[1],[],[s,m]],[[[1],[s,m]],[[s],[1],[m]],[[[s,1],[m]],[[m],[s,1],[],[[s,m],[1],[[s,m],[[
],[1]],[[m],[s],[1]],[[[s],[m,1]],[[s],[],[m,1]],[[[s,m,1]]]]
SolutionSoFar = [m12,m13,m21,m13,m12,m31,m12,m31,m21,m23,m12,m13,m21,m13]

```

English only solution display demo:

Solution ...

```

Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 2 to tower 3.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.

```

### Task 7 Q&A:

1. What was the length of your program's solution to the three disk problem?

- My program's solution was 14 moves

2. What is the length of the shortest solution to the three disk problem?

-The shortest solution to the three disk problem is 7.

3. How do you account for the discrepancy?

-The program is constrained by not being able to think ahead. It makes moves mindlessly, constrained by the rules of its code, until it finds a valid solution. It is unaware of the most efficient path to the goal state, but it will always find a valid one.

## Task 8: Run the Program to Solve the 4 Disk Problem

### 4 Disk English Solution Demo:

Solution ...

```
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 3 to tower 1.
Transfer a disk from tower 1 to tower 2.
Transfer a disk from tower 1 to tower 3.
Transfer a disk from tower 2 to tower 1.
Transfer a disk from tower 1 to tower 3.
```

## Task 8 Q&A:

1. What was the length of your program's solution to the four disk problem?

- My program's solution length was 40 moves.

2. What is the length of the shortest solution to the four disk problem?

-The shortest 4 disk problem solution is 15 moves.

## Task 9: Review Your Code and Archive it

### Towers of Hanoi Code

```
1  % -----
2  % -----
3  % --- File: towers_of_hanoi.pro
4  % --- Line: Program to solve the Towers of Hanoi problem
5  % -----
6  :- consult('inspectors.pro').
7  % -----
8  % --- make_move(S,T,SS0) :: Make a move from state S to state T by SS0
9
10 make_move(TowersBeforeMove,TowersAfterMove,m12) :-
11 m12(TowersBeforeMove,TowersAfterMove).
12
13 make_move(TowersBeforeMove,TowersAfterMove,m13) :-
14 m13(TowersBeforeMove,TowersAfterMove).
15
16 make_move(TowersBeforeMove,TowersAfterMove,m21) :-
17 m21(TowersBeforeMove,TowersAfterMove).
18 |
19 make_move(TowersBeforeMove,TowersAfterMove,m23) :-
20 m23(TowersBeforeMove,TowersAfterMove).
21
22 make_move(TowersBeforeMove,TowersAfterMove,m31) :-
23 m31(TowersBeforeMove,TowersAfterMove).
24
25 make_move(TowersBeforeMove,TowersAfterMove,m32) :-
26 m32(TowersBeforeMove,TowersAfterMove).
27
```

```
27
28 % -----
29 % --- valid_state(S) :: S is a valid state
30
31 valid_state([A | [B | [C]]]) :- state(A), state(B), state(C).
32
33 state([]).
34 state([t]).
35 state([t,s]).
36 state([t,s,m]).
37 state([t,s,m,l]).
38 state([t,s,m,h]).
39 state([t,s,m,l,h]).
40 state([t,s,l]).
41 state([t,s,h]).
42 state([t,s,l,h]).
43 state([t,m]).
44 state([t,m,l]).
45 state([t,m,l,h]).
46 state([t,l]).
47 state([t,l,h]).
48 state([t,h]).
49 state([s]).
50 state([s,m]).
51 state([s,m,l]).
52 state([s,m,l,h]).
53 state([s,l]).
54 state([s,l,h]).
55 state([s,h]).
56 state([m]).
57 state([m,l]).
58 state([m,l,h]).
59 state([m,h]).
60 state([l]).
61 state([l,h]).
62 state([h]).
63
```



```

64 % -----
65 % --- valid_state tests
66
67 test_valid_state :-
68     write('Testing: valid_state\n'),
69     test_vs([[1,t,s,m,h],[],[[]]]),
70     test_vs([[t,s,m,l,h],[],[[]]]),
71     test_vs([],[h,t,s,m],[1]]),
72     test_vs([],[t,s,m,h],[1]]),
73     test_vs([],[h],[1,m,s,t]]),
74     test_vs([],[h],[t,s,m,l])).
75
76 test_vs(S) :-
77     valid_state(S),
78     write(S), write(' is valid. '), nl.
79 test_vs(S) :-
80     write(S), write(' is invalid. '), nl.
81
82
83 % -----
84 % --- solve(Start,Solution) :: succeeds if Solution represents a path
85 % --- from the start state to the goal state.
86
87 solve :-
88     extend_path([[[t,s,m,l],[],[[]]],[[[]],Solution]),
89     write_solution(Solution).
90
91 extend_path(PathSoFar,SolutionSoFar,Solution) :-
92     PathSoFar = [[[]],[[t,s,m,l]]|_],
93     showr('PathSoFar',PathSoFar),
94     showr('SolutionSoFar',SolutionSoFar),
95     Solution = SolutionSoFar.
96
97 extend_path(PathSoFar,SolutionSoFar,Solution) :-
98     PathSoFar = [CurrentState|_],
99     showr('PathSoFar',PathSoFar),
100     make_move(CurrentState,NextState,Move),
101     show('Move',Move),
102     show('NextState',NextState),
103     not(member(NextState,PathSoFar)),
104     valid_state(NextState),
105     Path = [NextState|PathSoFar],
106     Soln = [Move|SolutionSoFar],extend_path(Path,Soln,Solution).
107

```

```

108 % -----
109 % --- write_sequence
110
111
112 write_sequence([]).
113
114 write_sequence([H|T]) :-
115     sequence(H,Explanation),
116     write(Explanation),nl,
117     write_sequence(T).
118
119 sequence(m12, Explanation) :-
120     Explanation = 'Transfer a disk from tower 1 to tower 2.'.
121 sequence(m13, Explanation) :-
122     Explanation = 'Transfer a disk from tower 1 to tower 3.'.
123 sequence(m21, Explanation) :-
124     Explanation = 'Transfer a disk from tower 2 to tower 1.'.
125 sequence(m23, Explanation) :-
126     Explanation = 'Transfer a disk from tower 2 to tower 3.'.
127 sequence(m31, Explanation) :-
128     Explanation = 'Transfer a disk from tower 3 to tower 1.'.
129 sequence(m32, Explanation) :-
130     Explanation = 'Transfer a disk from tower 3 to tower 2.'.
131
132
133 test_write_sequence :-
134     write('First test of write_sequence ...'), nl,
135     write_sequence([m31,m12,m13,m21]),
136     write('Second test of write_sequence ...'), nl,
137     write_sequence([m13,m12,m32,m13,m21,m23,m13]).
138
139
140 % -----
141 % --- write_sequence_reversed(S) :: Write the sequence, given by S,
142 % --- expanding the tokens into meaningful strings.
143
144 write_solution(S) :-
145     nl, write('Solution ...'), nl, nl,
146     reverse(S,R),
147     write_sequence(R),nl.
148

```

```

149 % -----
150 % --- State Space operators
151
152 m12([Tower1Before,Tower2Before,Tower3],[Tower1After,Tower2After,Tower3]) :-
153     Tower1Before = [H|T],
154     Tower1After = T,
155     Tower2Before = L,
156     Tower2After = [H|L].
157
158 m13([Tower1Before,Tower2,Tower3Before],[Tower1After,Tower2,Tower3After]) :-
159     Tower1Before = [H|T],
160     Tower1After = T,
161     Tower3Before = L,
162     Tower3After = [H|L].
163
164 m21([Tower1Before,Tower2Before,Tower3],[Tower1After,Tower2After,Tower3]) :-
165     Tower2Before = [H|T],
166     Tower2After = T,
167     Tower1Before = L,
168     Tower1After = [H|L].
169
170 m23([Tower1,Tower2Before,Tower3Before],[Tower1,Tower2After,Tower3After]) :-
171     Tower2Before = [H|T],
172     Tower2After = T,
173     Tower3Before = L,
174     Tower3After = [H|L].
175
176 m31([Tower1Before,Tower2,Tower3Before],[Tower1After,Tower2,Tower3After]) :-
177     Tower3Before = [H|T],
178     Tower3After = T,
179     Tower1Before = L,
180     Tower1After = [H|L].
181
182 m32([Tower1,Tower2Before,Tower3Before],[Tower1,Tower2After,Tower3After]) :-
183     Tower3Before = [H|T],
184     Tower3After = T,
185     Tower2Before = L,
186     Tower2After = [H|L].
187

```

```

188 % -----
189 % --- State Space operator tests
190
191 test__m12 :-
192 write('Testing: move_m12\n'),TowersBefore = [[t,s,m,l,h],[],[ ]],
193 trace('','TowersBefore',TowersBefore),
194 m12(TowersBefore,TowersAfter),
195 trace('','TowersAfter',TowersAfter).
196
197 test__m13 :-
198 write('Testing: move_m13\n'),TowersBefore = [[t,s,m,l,h],[],[ ]],
199 trace('','TowersBefore',TowersBefore),
200 m13(TowersBefore,TowersAfter),
201 trace('','TowersAfter',TowersAfter).
202
203 test__m21 :-
204 write('Testing: move_m21\n'),TowersBefore = [[],[t,s,m,l,h],[ ]],
205 trace('','TowersBefore',TowersBefore),
206 m21(TowersBefore,TowersAfter),
207 trace('','TowersAfter',TowersAfter).
208
209 test__m23 :-
210 write('Testing: move_m23\n'),TowersBefore = [[],[t,s,m,l,h],[ ]],
211 trace('','TowersBefore',TowersBefore),
212 m23(TowersBefore,TowersAfter),
213 trace('','TowersAfter',TowersAfter).
214
215 test__m31 :-
216 write('Testing: move_m31\n'),TowersBefore = [[],[],[t,s,m,l,h]],
217 trace('','TowersBefore',TowersBefore),
218 m31(TowersBefore,TowersAfter),
219 trace('','TowersAfter',TowersAfter).
220
221 test__m32 :-
222 write('Testing: move_m32\n'),TowersBefore = [[],[],[t,s,m,l,h]],
223 trace('','TowersBefore',TowersBefore),
224 m32(TowersBefore,TowersAfter),
225 trace('','TowersAfter',TowersAfter).

```

## Inspectors.pro Code

```
1 % -----
2 % -----
3 % --- File: inspectors.pro
4 % --- Line: Utilities for inspecting memory during program execution
5 % -----
6 % -----
7 % --- These two can be used to print the value of a variable, labelled
8 % --- in two ways, and pause for the programmer to check out the
9 % --- situation. The firstone is generally useful. The second one is
10 % --- applicable only whenthe value of the variable is a list, and it
11 % --- will print the valuein reverse order which is sometimes just
12 % --- what is desired. The first label generally pertains to a location
13 % --- in the program. The second label is just the name of the variable
14 % --- to which the value is bound.
15
16 check(Label,Name,Value) :-
17     write(Label),
18     write(Name),write(' = '),
19     write(Value),nl,
20     read(_).
21
22 checkr(Label,Name,Value) :-
23     write(Label),
24     write(Name),write(' = '),
25     reverse(Value,RValue),
26     write(RValue),nl,
27     read(_).
28
29 % -----
30 % --- These two are like the previously described checking predicates,
31 % --- except that they do not do the pause.
32
33 trace(Label,Name,Value) :-
34     write(Label),
35     write(Name),write(' = '),
36     write(Value),nl.
37 tracer(Label,Name,Value) :-
38     write(Label),
39     write(Name),write(' = '),
40     reverse(Value,RValue),
41     write(RValue),nl.
42
43 % -----
44 % --- Like trace, but without the extra labelling functionality.
45
46 show(Name,Value) :-
47     write(Name),write(' = '),
48     write(Value),nl.
49 showr(Name,Value) :-
50     write(Name),write(' = '),
51     reverse(Value,RValue),
52     write(RValue),nl.
```